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FIG. 2

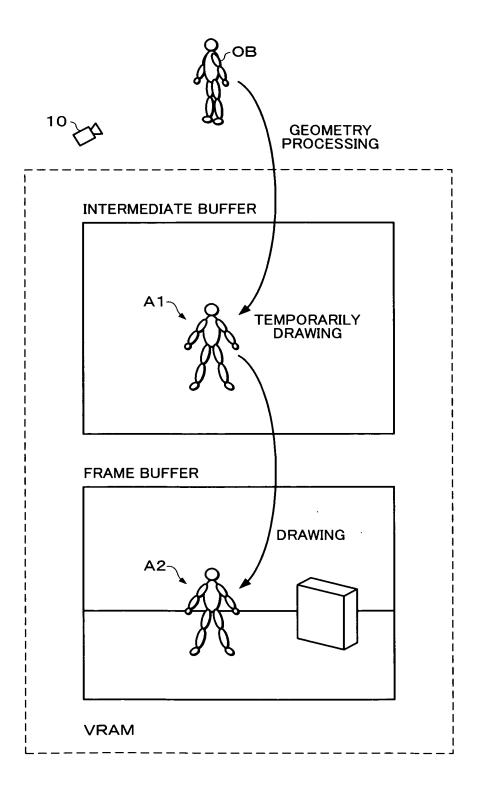




FIG. 3

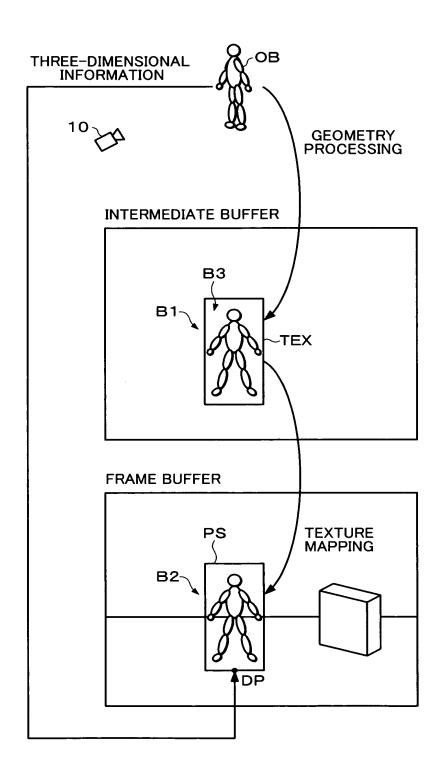




FIG. 4

103 13 Section 1 State

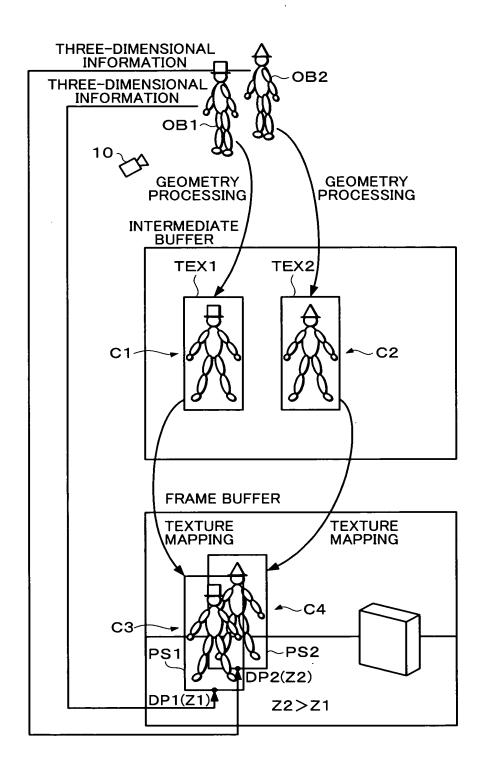
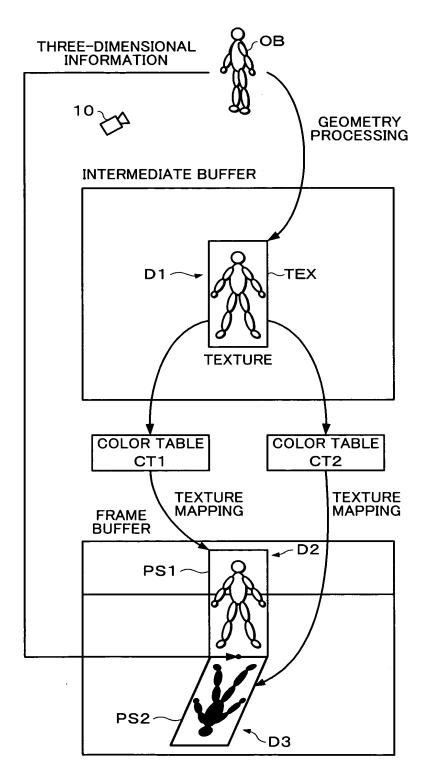
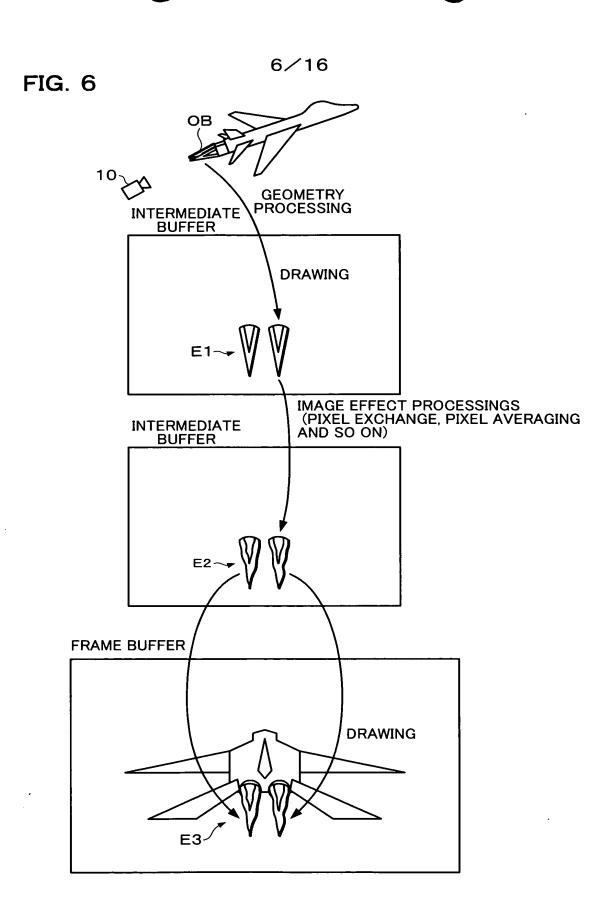




FIG. 5





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PIXEL EXCHANGE

FIG. 7A

Α	В	С	D	E
F	G	н	I	J
К	L	М	Z	0
Р	Q	R	S	Т
U	V	W	×	Υ

FIG. 7B

А	В	O	D	E
F	G	R	I	J
К	L	Δ	2	0
Р	Q	Н	S	Т
U	>	V	×	Υ

FIG. 7C

А	В	O	D	E
F	G	R	I	Ø
к	L	Μ	Z	0
Р	J	I	S	Т
U	>	W	×	Υ

PIXEL AVERAGING (OR DOT AVERAGING)

FIG. 8A

A11	A12	A13	A14	A15
A21	A22	A23	A24	A25
A31	A32	A33	A34	A35
A41	A42	A43	A44	A45
A51	A52	A53	A54	A55

FIG. 8B BLENDING COEFFICIENT

β	β	β	
β	α	β	
β	β	β	

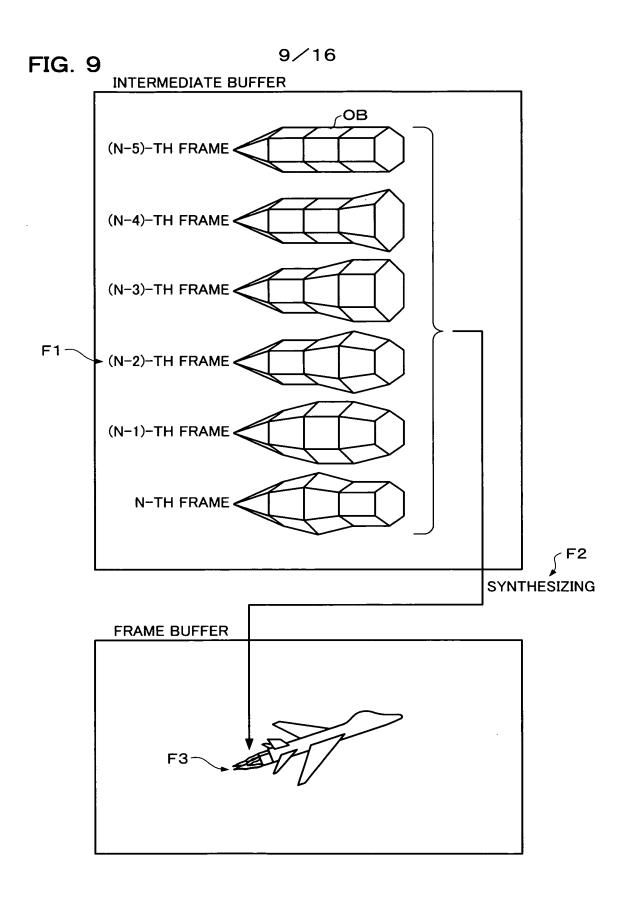
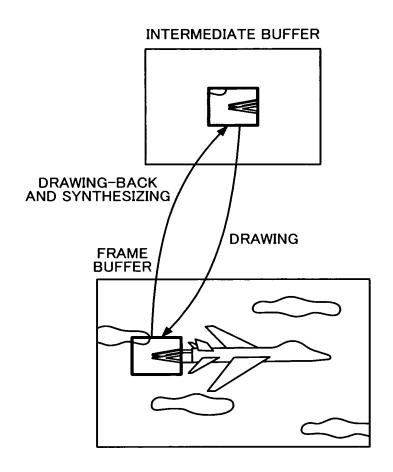
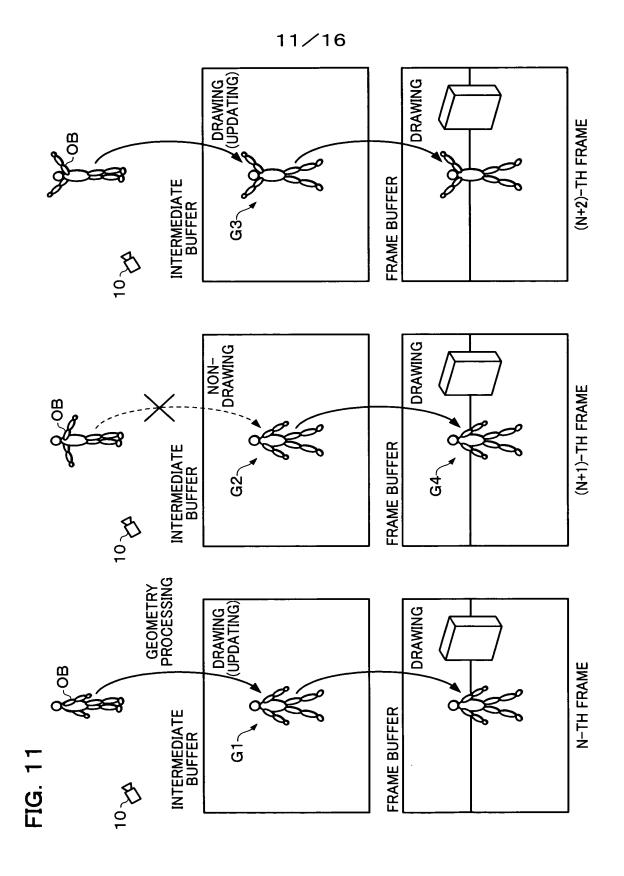


FIG. 10





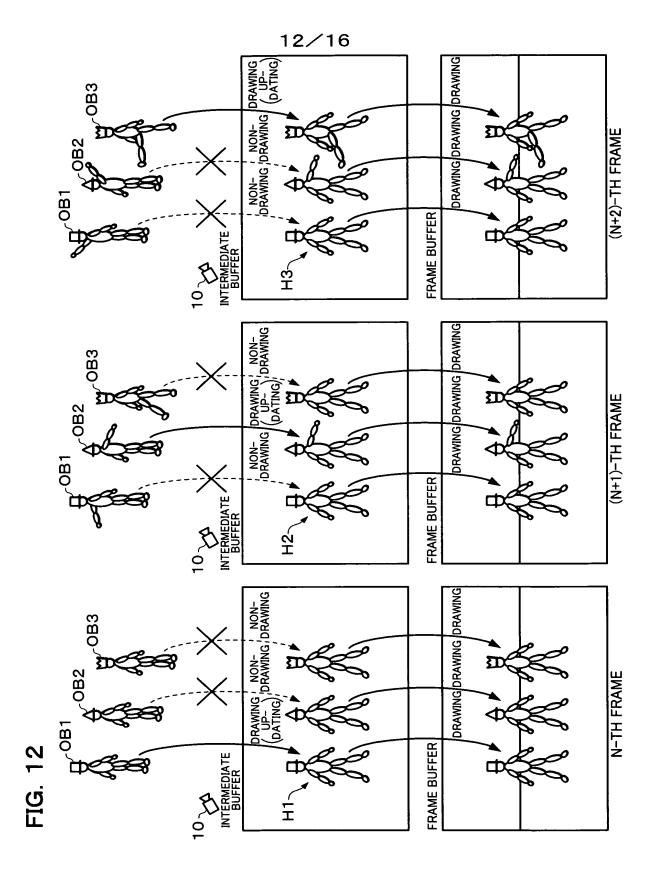


FIG. 13

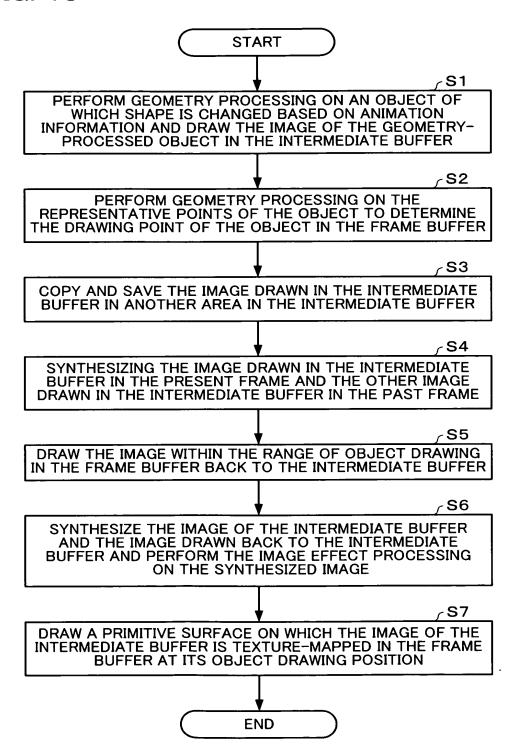
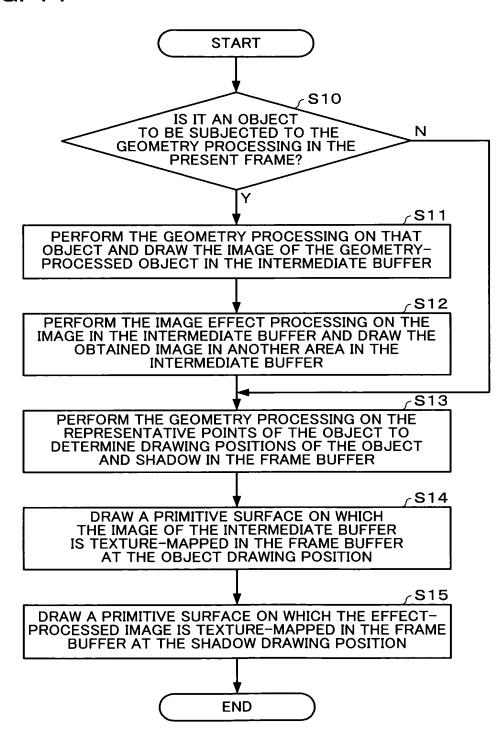


FIG. 14

18 AC



15/16 990 COMMUNI-CATION INTERFACE NETWORK 932 930 980 982 SOUND PROCESSOR CD DRIVE 9 924 922 970 DMA CONTROLLER TEXTURE STORAGE SECTION FRAME BUFFER VRAM 096 912 910 DRAWING PROCESSOR DISPLAY RAM 902 906 950 904 DATA EXPANDING PROCESSOR GEOMETRY PROCESSOR COPROCESSOR ROM 944 MEMORY CARD 900 940 MAIN SERIAL INTERFACE 942 GAME CONTROLLER

FIG. 15



